CHAO PENG

ByteDance, Dazhongsi Square, Haidian District, Beijing, China chao.peng@acm.org

EDUCATION

University of Edinburgh

Edinburgh, UK

PhD in Informatics (Software Engineering)

September 2017 - November 2021

• Fully funded by the School of Informatics Scholarship

Supervised by Dr. Ajitha Rajan

- Research fields:
 - Coverage metrics and test case generation for GPU programs,
 - o Program analysis of smart contracts,
 - Android GUI testing.

University of Edinburgh

Edinburgh, UK

MSc in High Performance Computing with Data Science

September 2016 - August 2017

- Thesis: FEniCS Performance Investigation and Porting miniDFT to GPU Clusters
- Received Achievement Award of the 6th Annual HPCAC Student Cluster Competition

Xuzhou University of Technology

Xuzhou, China

BSc in Computer Science and Technology

September 2012 - June 2016

- $\bullet\,$ Awarded 2 \times National Scholarship by Ministry of Education of China
- Awarded National Encouragement Scholarship by Department of Education of Jiangsu Province
- Awarded Hornored Undergraduate of Xuzhou University of Technology
- President of the Student Union of School of Information & Electrical Engineering

WORK EXPERIENCE

ByteDance

05 Jul 2021 - Present

Software Engineering Lab

Beijing, China

· Position: Tech Expert / Senior Researcher

Fudan University

School of Computer Science

02 Mar 2022 - Present

Shanghai, China

 \cdot Position: Part-time Postgraduate Student Mentor

Programming Languages Lab, 2021 Laboratories

INTERNSHIP EXPERIENCE

Huawei Edinburgh Research Centre

23/11/2020 - 22/06/2021

Edinburgh, UK

· Mentor: Dan Ghica, Head of PL Lab

· Duties: Compiler backend testing and benchmarking. Compiler implementation and optimisation.

Huawei London Research Centre

28/10/2019 - 28/02/2020

Hisilicon Kirin GPU Team, 2012 Laboratories

London, UK

- · Mentor: Graham Connor, Chief GPU Scientist
- · Duties: Design of the layout of the benchmarking framework, implementation of the build system and cross-platform support, design and implementation of GPU micro-benchmarks.

- 15. Chao Peng, Zhengwei Lv, Jiarong Fu, Jiayuan Liang, Zhao Zhang, Ajitha Rajan, Ping YangPing Yang (2024). Hawkeye: Change-targeted Testing for Android Apps based on Deep Reinforcement Learning. In proceedings of the 46th IEEE/ACM International Conference on Software Engineering, Software Engineering in Practice Track (ICSE SEIP 2024)
- **14.** Xiaoyun Liang, Jiayi Qi, Yongqiang Gao, **Chao Peng**, Ping Yang (2023). AG3: Automated Game GUI Text Glitch Detection based on Computer Vision. In proceedings of the 2023 ACM Joint European Software Engineering Conference and Symposium on the Foundations of Software Engineering (ESEC/FSE 2023) To appear
- 13. Zongze Jiang, Ming Wen, Yixin Yang, Chao Peng, Ping Yang, Hai Jin, (2023). Effective Concurrency Testing for Go via Directional Primitive-constrained Interleaving Exploration. In proceedings of the 38th IEEE/ACM International Conference on Automated Software Engineering (ASE 2023)

 To appear
- 12. Siwei Wang, Xue Mao, Ziguang Gao, Yujun Gao, Qucheng Shen, Chao Peng (2023). NxtUnit: Automated Unit Test Generation for Go. In proceedings of the 27th International Conference on Evaluation and Assessment in Software Engineering (EASE 2023).

 To appear
- 11. Jingling Sun, Ting Su, Kai Liu, Chao Peng, Zhao Zhang, Geguang Pu, Tao Xie, and Zhendong Su (2022). Characterizing and Finding SystemSetting-Related Defects in Android Apps. IEEE Transactions on Software Engineering (TSE).

 April 2023
- 10. Zhengwei Lv, Chao Peng, Zhao Zhang, Ting Su, Kai Liu, Ping Yang. Fastbot2: Reusable Automated Model-based GUI Testing for Android Enhanced by Reinforcement Learning. In proceedings of the 37th IEEE/ACM International Conference on Automated Software Engineering (ASE 2022) Industry Showcase Track. October 2022
- **9. Chao Peng**, Zhao Zhang, Zhengwei Lv and Ping Yang. *MUBot: Learning to Test Large-Scale Commercial Android Apps like a Human*. In proceedings of the 38th International Conference on Software Maintenance and Evolution (ICSME 2022) Industry Track

 October 2022
- 8. Chao Peng, Yujun Gao and Ping Yang. Automated Server Testing: an Industrial Experience Report. In proceedings of the 38th International Conference on Software Maintenance and Evolution (ICSME 2022) Industry Track

 October 2022
- 7. Sefa Akca, Chao Peng, Ajitha Rajan. Testing Smart Contracts: Which Technique Performs Best? In proceedings of the 15th ACM/IEEE International Symposium on Empirical Software Engineering and Measurement (ESEM 2021)

 October 2021
- **6. Chao Peng**, Ajitha Rajan, Tianqin Cai. *CAT: Change-focused Android GUI Testing*. In proceedings of the 37th International Conference on Software Maintenance and Evolution (ICSME 2021)

 September 2021
- **5.** Chao Peng, Ajitha Rajan. Automated Test Generation for OpenCL Kernels using Fuzzing and Constraint Solving. In proceedings of the 11th Workshop on General Purpose GPUs 2020 (GPGPU @ PPoPP) Feburary 2020
- **4. Chao Peng**, Sefa Akca, Ajitha Rajan. SIF: A Framework for Solidity Contract Instrumentation and Analysis. In proceedings of the the 26th Asia-Pacific Software Engineering Conference (APSEC 2019). December 2019
- **3.** Sefa Akca, Ajitha Rajan, **Chao Peng**. SolAnalyser: A Framework for Analysing and Testing Smart Contracts. In proceedings of the the 26th Asia-Pacific Software Engineering Conference (APSEC 2019). December 2019
- **2. Chao Peng**. On the Correctness of GPU Programs. In proceedings of the 2019 ACM SIGSOFT International Symposium on Software Testing and Analysis (ISSTA 2019).

 July 2019
- 1. Chao Peng, Ajitha Rajan. *CLTestCheck: Measuring Test Effectiveness for GPU Kernels*. In proceedings of the 22nd International Conference on Fundamental Approaches to Software Engineering (FASE 2019). April 2019

PROFESSIONAL SERVICE

PC Member (Research Track)
PC Member (Artifact Evaluation)
Student Volunteer
Reviewer

A-Mobile 2022, PRDC 2022 OSDI 2022, USENIX ATC 2022, ISSTA 2022, 2021, 2020 PLDI 2020, ISSTA 2019, ETAPS 2019 ICSE 2019 SEIP (Software Engineering in Practice) Track

SKILLS

Mandarin Chinese - Native Languages English - Proficient German - Basic Technical Skills Programming languages: C/C++, Java, Fortran, Python, Kotlin, Rust, Go Parallel programming: OpenMP, MPI, OpenCL, CUDA, SYCL Program Analysis: Java Soot, Clang LibTooling Computer Graphics: OpenGL (ES), Vulkan Tools LATEX, Git, SVN, CMake, Gradle TEACHING EXPERIENCE Apr 18 - Aug 18 and Apr 19 - Aug 19 MSc Projects Sub-supervisor for MSc Projects School of Informatics, University of Edinburgh Helping supervise the following MSc students for their projects: • Bowen Du: Code coverage measurement for GPU programs • Yangning Li: Random test case generation for OpenCL programs **Software Testing** Jan 18 - Apr 18, Jan 19 - Apr 19 and Jan 21 - Apr 21 Teaching Assistant, Tutor and Marker School of Informatics, University of Edinburgh Computer Programming Skills and Concepts Nov 17 - Dec 17 and Dec 18 - Jan 19 MarkerSchool of Informatics, University of Edinburgh Introduction to Java Programming Sep 17 - Dec 17 and Sep 18 - Dec 18 School of Informatics, University of Edinburgh DemonstratorNominated for Teaching Awards by students of this course SCHOLARSHIPS & HONOURS SCHOLARSHIPS • School of Informatics Scholarship (fully-funded PhD scholarship) Apr 17 • Outstanding Undergraduate Scholarship Jun 16 • China National Scholarship of the 2014/15 Academic Year Nov 15 • China National Encouragement Scholarship of the 2013/14 Academic Year Nov 14 • China National Scholarship of the 2012/13 Academic Year Nov 13 Awards • Nomination for Teaching Awards: Best Student Who Tutors Award Feb 18 • Certificate of Achievement for Participating in the 6th Annual HPCAC Student Cluster Competition Jun 17

Jun 16

Mar 16

May 15

• Distinct Graduate of Xuzhou University of Technology

• Jiangsu Province-level Excellent Student Cadre

• Top Ten Role Models of Learning at Xuzhou University of Technology